

IN THE CLAIMS:

1.-91. (Cancelled)

92. (Currently Amended) A method comprising:

detecting, by ~~an apparatus~~a device, ~~based on measurement results that a~~
mobile device is at least in close vicinity to another mobile device, while a
particular application of the mobile device is a foreground application that is
currently selected to receive user input; and

causing, by ~~the apparatus~~a device, the establishment of a communication
channel ~~via a communication network~~ between the mobile device and the
other mobile device in response to the detection that the mobile device is at
least in close vicinity to another mobile device for enabling a transfer of data
relating to the foreground application[[:]]

~~monitoring, by a device, conditions on said established communication~~
~~channel; and~~

~~updating, by a device, said communication channel in case said~~
~~conditions are detected to be worse than predetermined conditions.~~

93. (Previously Presented) The method according to claim 92, wherein detecting
that the mobile device is at least in close vicinity to another mobile device
comprises at least one of detecting a physical touch between the mobile device
and the other mobile device and detecting a short distance between the mobile
device and the other mobile device.

94. (Previously Presented) The method according to claim 92, wherein the
communication channel is set up according to one of predefined user
preferences and a user input.

95. (Previously Presented) The method according to claim 92, further comprising
performing a security operation for determining at least one of whether the
communication channel is allowed to be established between the mobile

device and the other mobile device and whether the communication channel is allowed to be used for a specific data transmission.

96. (Currently Amended) The method according to claim 92, further comprising notifying the foreground application ~~at least one application~~ in the mobile device about the communication channel.
97. (Currently Amended) The method according to claim 92, comprising automatically invoking ~~at least one application or~~ at least one function of the foreground ~~at least one application~~ in the mobile device, in order to enable the ~~at least one invoked application or~~ at least one invoked function to interact via the communication channel with another application.
98. (Currently Amended) The method according to claim 92, wherein establishing the communication channel is followed by a automatic context dependent interaction via the communication channel with the other mobile device.
99. (Previously Presented) The method according to claim 92, wherein at least one of a copy-and-paste functionality, a cut-and-paste functionality and a drag-and-drop functionality in the mobile device makes use of the established communication channel for interacting with the other mobile device.
100. (Previously Presented) The method according to claim 92, further comprising an exchange of data via the established communication channel based on a user input to the mobile device.
101. (Currently Amended) The method according to claim ~~126~~92, wherein said established communication channel uses a direct link between said first mobile electronic device and said ~~at least one other of said mobile device~~ electronic devices, and wherein updating said communication channel comprises replacing said direct link by an indirect link between said first mobile

~~electronic device and said at least one other of said mobile device~~
electronic devices.

102. (Currently Amended) An apparatus comprising:

a touch detection portion, the touch detection portion being configured to detect ~~based on measurement results that~~ a mobile device is at least in close vicinity to another mobile device, while a particular application of the mobile device is a foreground application that is currently selected to receive user input; and

a link creation portion configured to cause the establishment of a communication channel ~~via a communication network between the mobile device and the other mobile device in response to the detection that the mobile device is at least in close vicinity to another mobile device~~ for enabling a transfer of data relating to the foreground application between the mobile device and the other mobile device[:];

~~the link creation portion configured to monitor conditions on said established communication channel and to update said communication channel in case said conditions are detected to be worse than predetermined conditions.~~

103. (Previously Presented) The apparatus according to claim 102, wherein the link creation portion is configured to set up the communication channel according to one of predefined user preferences and a user input.

104. (Previously Presented) The apparatus according to claim 102, wherein the apparatus is configured to perform a security operation for determining at least one of whether the communication channel is allowed to be established between the mobile device and the other mobile device and whether the communication channel is allowed to be used for a specific data transmission.

105. (Currently Amended) The apparatus according to claim 102, wherein the apparatus is configured to notify the foreground ~~at least one~~ application in the mobile device about the communication channel.

106. (Currently Amended) The apparatus according to claim 102, wherein the apparatus is configured to automatically invoke ~~at least one application or at least one function of the foreground at least one application~~ in the mobile device, in order to enable the ~~at least one invoked application or at least one invoked function~~ to interact via the communication channel with another application.
107. (Currently Amended) The apparatus according to claim 102, wherein the apparatus is configured to enable an automatic context dependent interaction with the other mobile device via the established communication channel.
108. (Previously Presented) The apparatus according to claim 102, wherein the apparatus is configured to enable at least one of a copy-and-paste functionality, a cut-and-paste functionality and a drag-and-drop functionality to make use of the established communication channel for interacting with the other mobile device.
109. (Previously Presented) The apparatus according to claim 102, further comprising a user interface to enable an exchange of data via the established communication channel based on a user input via the user interface.
110. (Previously Presented) The apparatus according to claim 102, wherein the apparatus is a mobile device.
111. (Previously Presented) The apparatus according to claim 102, wherein the apparatus is a mobile phone.
112. (Currently Amended) The apparatus according to claim ~~134~~102, wherein said established communication channel uses a direct link between said mobile device and said other mobile device, and wherein updating said

communication channel comprises replacing said direct link by an indirect link between said mobile device and said other mobile device.

113. (Currently Amended) A system comprising:

a touch detection portion, the touch detection portion being configured to detect ~~based on measurement results~~ that a mobile device is at least in close vicinity to another mobile device, while a particular application of the mobile device is a foreground application that is currently selected to receive user input; and

a link creation portion configured to cause the establishment of a communication channel ~~via a communication network~~ between the mobile device and the other mobile device in response to the detection that the mobile device is at least in close vicinity to another mobile device for enabling a transfer of data relating to the foreground application between the mobile device and the other mobile device; and

~~the link creation portion configured to monitor conditions on said established communication channel and to update said communication channel in case said conditions are detected to be worse than predetermined conditions.~~

114. (Previously Presented) The system according to claim 113, wherein the link creation portion is configured to set up the communication channel according to one of predefined user preferences and a user input.

115. (Previously Presented) The system according to claim 113, further comprising a security portion configured to perform a security operation for determining at least one of whether the communication channel is allowed to be established between the mobile device and the other mobile device and whether the communication channel is allowed to be used for a specific data transmission.

116. (Previously Presented) The system according to claim 113 comprising at least one of the mobile device and the other mobile device.

117. (Currently Amended) The system according to claim 113 comprising the mobile device, wherein the mobile device is configured to notify the foreground ~~at least one~~ application in the mobile device about the communication channel.
118. (Currently Amended) The system according to claim 113 comprising the mobile device, wherein the mobile device is configured to automatically invoke ~~at least one application or~~ at least one function of the foreground at ~~least one~~ application in the mobile device, in order to enable the ~~at least one invoked application or~~ at least one invoked function to interact via the communication channel with another application.
119. (Currently Amended) The system according to claim 113 comprising the mobile device, wherein the mobile device is configured to enable an automatic context dependent interaction with the other mobile device via the established communication channel.
120. (Previously Presented) The system according to claim 113 comprising the mobile device, wherein the mobile device is configured to enable at least one of a copy-and-paste functionality, a cut-and-paste functionality and a drag-and-drop functionality to make use of the established communication channel for interacting with the other mobile device.
121. (Previously Presented) The system according to claim 113 comprising the mobile device, the mobile device further comprising a user interface to enable an exchange of data via the established communication channel based on a user input via the user interface.
122. (Previously Presented) The system according to claim 113 comprising the mobile device, wherein the mobile device is a mobile phone.

123. (Currently Amended) The system according to claim ~~142~~143, wherein said established communication channel uses a direct link between said ~~first mobile electronic device~~ and said ~~at least one other of said mobile device~~electronic device, and wherein updating said communication channel comprises replacing said direct link by an indirect link between said ~~first mobile electronic device~~ and said ~~at least one other of said mobile device~~electronic device.
124. (Currently Amended) A software program product in which a software code is stored, the software code, when executed, causing an electronic device to perform the following:
- detecting ~~based on measurement results~~ that a mobile device is at least in close vicinity to another mobile device, while a particular application of the mobile device is a foreground application that is currently selected to receive user input; and
 - causing the establishment of a communication channel ~~via a communication network~~ between the mobile device and the other mobile device in response to the detection that the mobile device is at least in close vicinity to another mobile device for enabling a transfer of data relating to the foreground application[[:]]
 - ~~monitoring conditions on said established communication channel; and~~
 - ~~updating said communication channel in case said conditions are detected to be worse than predetermined conditions.~~
125. (Currently Amended) The software program product according to claim 124, wherein said established communication channel uses a direct link between said ~~first electronic mobile device~~ and said ~~at least one other of said electronic mobile devices~~, and wherein updating said communication channel comprises replacing said direct link by an indirect link between said ~~first electronic mobile device~~ and said ~~at least one other of said electronic mobile devices~~.
126. (New) The method according to claim 92, said method further comprising

monitoring conditions on said established communication channel; and
updating said communication channel in case said conditions are
detected to be worse than predetermined conditions.

127. (New) The method according to claim 92, wherein said detecting that the mobile device is at least in close vicinity to the other mobile device makes use of a direct link of a first type between the mobile device and the other mobile device, and wherein said established communication channel uses a direct link of a second type between the mobile device and the other mobile device.
128. (New) The method according to claim 127, wherein said direct link of a first type is a radio frequency identification based link and wherein said direct link of a second type is a Bluetooth based link.
129. (New) The method according to claim 92, wherein said data is transferred automatically.
130. (New) The method according to claim 92, further comprising transferring data via the communication channel to the other mobile device, the transfer invoking at least one application in the other mobile device.
131. (New) The method according to claim 92, wherein the foreground application is a game, and wherein the data comprises data for invoking the same game at the other device.
132. (New) The method according to claim 92, wherein the foreground application is a multiplayer game.
133. (New) The method according to claim 92, wherein the transfer of data is configured to cause the other device to download an application.

134. (New) The apparatus according to claim 102, said link creation portion further configured to monitor conditions on said established communication channel; and to update said communication channel in case said conditions are detected to be worse than predetermined conditions.
135. (New) The apparatus according to claim 102, wherein said touch detection portion is configured to detect that the mobile device is at least in close vicinity to the other mobile device making use of a direct link of a first type between the mobile device and the other mobile device, and wherein said link creation portion is configured to establish said communication channel using a direct link of a second type between the mobile device and the other mobile device.
136. (New) The apparatus according to claim 135, wherein said direct link of a first type is a radio frequency identification based link and wherein said direct link of a second type is a Bluetooth based link.
137. (New) The apparatus according to claim 102, wherein said data is transferred automatically.
138. (New) The apparatus according to claim 102, wherein the data comprises data for invoking at least one application in the other mobile device.
139. (New) The apparatus according to claim 102, wherein the foreground application is a game and wherein the data comprises data for invoking the same game at the other device.
140. (New) The apparatus according to claim 102, wherein the foreground application is a multiplayer game.
141. (New) The apparatus according to claim 102, wherein the transfer of data is configured to cause the other device to download an application.

142. (New) The system according to claim 113, said link creation portion further configured to monitor conditions on said established communication channel; and to update said communication channel in case said conditions are detected to be worse than predetermined conditions.
143. (New) The system according to claim 113, wherein said touch detection portion is configured to detect that the mobile device is at least in close vicinity to the other mobile device making use of a direct link of a first type between the mobile device and the other mobile device, and wherein said link creation portion is configured to establish said communication channel using a direct link of a second type between the mobile device and the other mobile device.
144. (New) The system according to claim 143, wherein said direct link of a first type is a radio frequency identification based link and wherein said direct link of a second type is a Bluetooth based link.
145. (New) The software program product according to claim 124, the software code, when executed, further causing an electronic device to perform the following:
monitoring conditions on said established communication channel; and
updating said communication channel in case said conditions are detected to be worse than predetermined conditions.
146. (New) The software program product according to claim 124, wherein said detecting that the mobile device is at least in close vicinity to the other mobile device makes use of a direct link of a first type between the mobile device and the other mobile device, and wherein said established communication channel uses a direct link of a second type between the mobile device and the other mobile device.

- 147. (New) The software program product according to claim 146, wherein said direct link of a first type is a radio frequency identification based link and wherein said direct link of a second type is a Bluetooth based link.
- 148. (New) The software program product according to claim 124, the software code, when executed, causing the electronic device to transfer said data automatically.
- 149. (New) The software program product according to claim 124, the software code, when executed, causing the electronic device to transfer the data via the communication channel to the other mobile device, the transfer invoking at least one application in the other mobile device.
- 150. (New) The software program product according to claim 124, wherein the foreground application is a game, and wherein the data comprises data for invoking the same game at the other device.
- 151. (New) The software program product according to claim 124, wherein the foreground application is a multiplayer game.
- 152. (New) The software program product according to claim 124, wherein the transfer of data is configured to cause the other device to download an application.